FULLMETAL ALCHEMIST 2

CURSE OF THE CRIMSON ELIXIR

SQUARE ENIX™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

FULLMETAL ALCHEMIST™ 2

CURSE OF THE CRIMSON ELIXIR

CONTENTS

2 Getting Started
3 Basic Controls
5 Characters
6 The Game Screen
7 Playing the Game
8 The Main Menu
10 Basic Moves & Attacks
11 Edward's Special Attacks
13 Defensive Moves
14 Transmutable Weapons
16 Working With Alphonse
17 Limited Warranty

Alchemy is the method of deconstructing and recreating matter by understanding its inherent laws and its place in nature.

The power to freely transform matter may appear as a miracle to those unfamiliar with the practice...But even the seemingly almighty power of alchemy must abide by one absolute law.

That law is "Equivalent Exchange."

In order to gain something, an equivalent price must be paid.

A long time ago...

There existed a civilization in the east, which flourished through the power of alchemy. The king utilized alchemy to build giant cities, cultivate the land, and protect the citizens from invaders. The people both revered and feared the miracles performed by their king.

But then, one day, tragedy befell them The king committed a forbidden act— and as a consequence, a terrible catastrophe struck the land. The civilization is said to have perished in a single night...

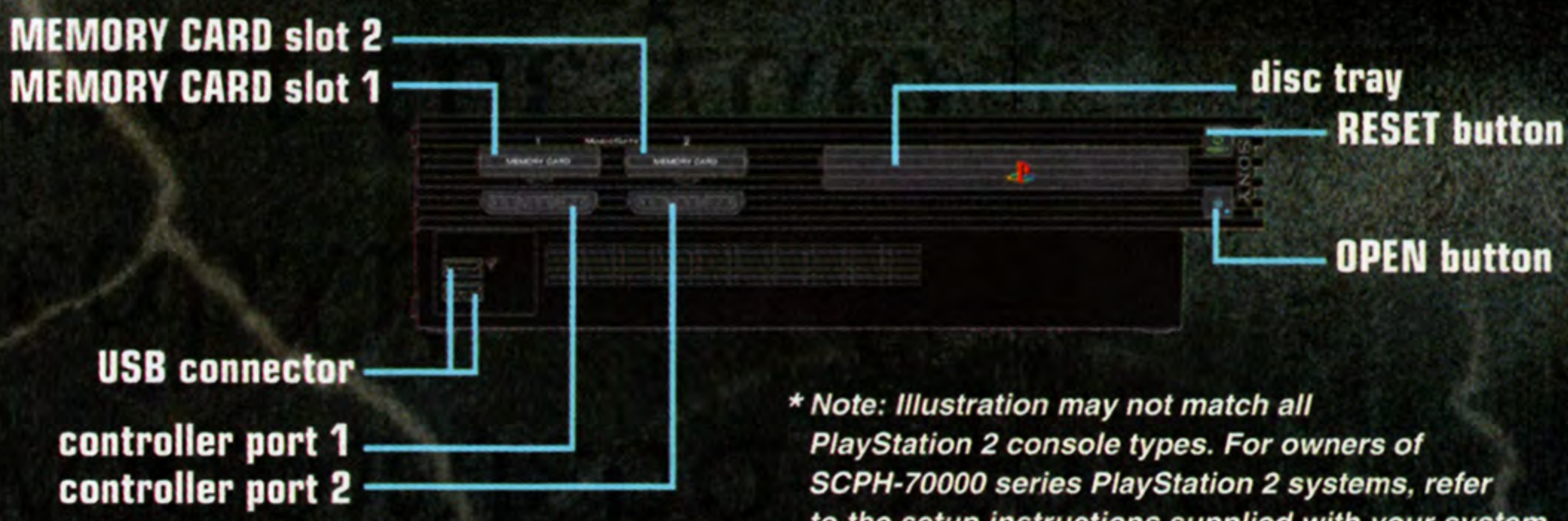
And then...

There lived two alchemist brothers who tried to bring their deceased mother back to life by attempting the most forbidden act in alchemy: human transmutation.

And they, too, paid a terrible price. The older brother, outfitted with mechanical limbs, and the younger brother, whose soul occupies a giant suit of armor, are now on a journey in search of the Philosopher's Stone—the only object that can return their bodies to normal...

© 2005 SQUARE ENIX CO., LTD. All Rights Reserved.
© HIROMU ARAKAWA/SQUARE ENIX, MBS, ANX, BONES, dentsu 2004.

GETTING STARTED



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **FULLMETAL ALCHEMIST 2™ Curse of the Crimson Elixir** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers to the controller ports. Follow on-screen instructions and refer to this manual for information on using the software.

THE TITLE SCREEN

When prompted, press the START button from the title screen to display the title menu. Select New Game, Load Game, Gallery, or Options, then press the ⊗ button or the START button to confirm.

New Game

Start a new game from the beginning.

Load Game

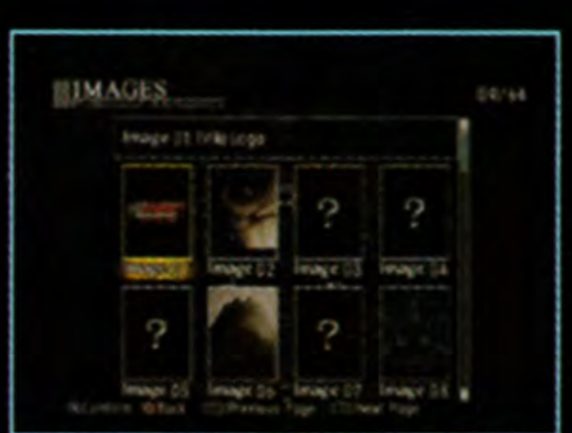
Continue the game from where you last left off. You can load game data from a memory card (8MB) (for PlayStation®2). Select MEMORY CARD slot 1 or MEMORY CARD slot 2, and then select the file you want to load. (Refer to p. 4 for information on how to save your game).

Gallery

View movie clips and images you have unlocked during gameplay.

Movies

Movies are automatically unlocked whenever a new movie sequence is played during the course of the game. Once unlocked, you may play these movies directly from the Movies gallery.



Images

Images may be unlocked after clearing the game once and playing a second time, continuing from a "cleared" save file. You can view the images you subsequently unlock from the Images gallery. This gallery also lists the location of each image.

BASIC CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

left analog stick	Move Ed
right analog stick	Move camera
◎ button	Transmute objects & rockblockers / Examine
⊗ button	Jump / Breakfall
△ button	Equip / Man weapon / Leave weapon
▣ button	Attack / Examine
L1 button	Reset camera
R1 button	Issue commands to AI
L2 button	Show learned alchemy menu (press and hold)
R2 button	Defend / Dodge / Counterattack
R3 button	Ed-Cam (press and hold)
SELECT button	Toggle map display
START button	Display main menu

Controlling the Action

Ed must navigate through the game's numerous environments while defeating enemies, solving puzzles, and acquiring items. Please note that the player cannot directly control AI. For details on special moves and other button combinations, please refer to the individual sections listed on p. 10-16.

This software can only be used with the DUALSHOCK®2 analog controller. This section explains controller components and basic controls. Controls will vary depending on whether you are in fields/towns/dungeons, battle, or the Pause menu. Please see details below.

* The ANALOG mode button is always ON (the mode indicator is always red), and cannot be turned off. The vibration function can be turned on or off from Options or Config (p. 9).

The controller must be connected to controller port 1. This game may be incompatible with controllers other than the DUALSHOCK®2 analog controller.

Options

Make changes to your game settings. These settings are also accessible from Config under the main menu (see p. 9). Please note that the button assignment option is only available in-game.

BASIC CONTROLS

Dialogue Screens

The story progresses through in-game dialogue exchanges.

Press ◎ button	Advance to next dialogue
Hold ⊗/△/□ button	Fast forward
L3 button (press left analog stick)	Hide dialogue box (press and hold)

The Main Menu

Items and accessories may be used and equipped from the main menu.
You can also make changes to gameplay settings. Refer to p. 8-9 for additional details.

directional buttons / left analog stick	Select
◎ button	Cancel selection / Go back
⊗ button	Confirm
L1 button	Scroll list (items, accessories, tutorials)
R1 button	Scroll list (items, accessories, tutorials)
START button	Return to the game

Camera Controls

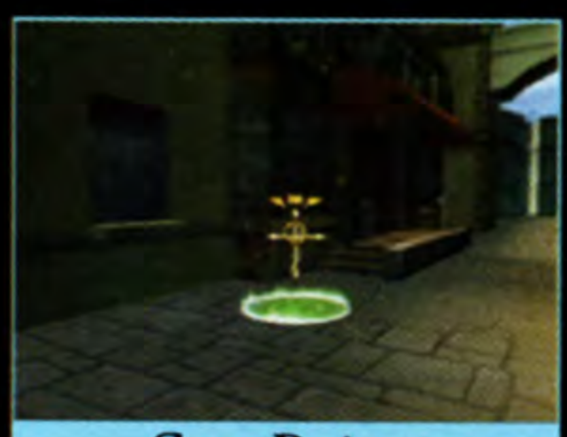
The camera automatically moves around Ed in an intelligent fashion, but the right analog stick allows you to look freely around your surroundings. The L1 button resets the camera angle to behind Ed. Note that holding the R3 button activates the "Ed-Cam," enabling you to more closely examine the Fullmetal Alchemist.

SAVING YOUR GAME

Howdy there, you pint-sized pipsqueak! Time for Auntie Pinako to share some of her inexhaustible knowledge with you. Just 'cause we don't get out of Resembool much doesn't mean we're not wise to the ways of the world! Pish posh!

Now, you can save your game at any of the save points throughout the game, or at the end of each chapter. Oh—and pressing the □ or ◎ button inside a save point will also fully recover Ed and Al's HP. You'll need it, the way you two boys play.

Snag yourself a memory card (8MB) (for PlayStation®2) with at least 303KB of free space and pop it into either MEMORY CARD slot 1 or MEMORY CARD slot 2. Select a slot and a file number, then press the ⊗ button to save your game. You can save up to 20 save files on a single memory card (8MB) (for PlayStation®2). Be careful when choosing a file number where a saved file already exists, 'cause that'll overwrite the existing file! Well, that's all I can offer up. Don't forget to write! And no, that isn't reverse psychology, either!



Save Points

CHARACTERS

EDWARD ELRIC

A child prodigy who became the youngest State Alchemist in history. His alias, "Fullmetal," derives from the fact that his right arm and left leg are metallic artificial limbs known as automail. Ed is relentless in his search for the Philosopher's Stone–but as a vertically challenged fifteen-year-old, he has a real hang-up about his height.

ALPHONSE ELRIC

Inside the hulking suit of armor is the soul of a young boy with a gentle heart. Always calm and collected, Al acts as a guardian for Edward, his hot-blooded older brother. Even though Al is only fourteen, his awe-inspiring stature ensures that he'll never have a hang-up about his height.

ROY MUSTANG

A high-ranking colonel in the military, Roy Mustang is a State Alchemist whose pyrotechnical skills have given him the alias "the Flame Alchemist." His gloves are made of pyrotex, which he uses to create sparks—which then explode into flames that he controls via alchemy. Under Roy's playboy façade is a calculating and ambitious man.

RIZA HAWKEYE

Riza Hawkeye is ranked as a lieutenant and serves as a close aide to the colonel. Her knack for handling firearms makes her an ideal companion in battle. Cool, calm, and collected under any situation, this highly capable woman is secretly feared by her peers for her imperturbable manner.

MAES HUGHES

A bearded and bespectacled lieutenant colonel with vaguely antenna-like bangs. As a proud family man, he carries countless pictures of his wife and daughter—and gushes about how wonderful they are to anyone cursed to be within earshot.

ALEX LOUIS ARMSTRONG

"The Strong-Armed Alchemist" is named for his destructive pugilistic vigor. Major Armstrong is a warm-hearted man who is easily moved to tears, but has a tendency to show off his muscular physique and go off on inexplicable tangents regarding "the Armstrong Tradition." It's part might, part erudite!

WINRY ROCKBELL

A childhood friend of Ed and Al, Winry also serves as Ed's automail mechanic. More than a typical gadget nerd, her skills in automail engineering are first-rate. She now lives with her grandmother Pinako in Resembool, the Elric brothers' hometown. This fifteen- year-old girl is strong-willed and no-nonsense, but her heart will always have a place for the Elric boys...

ARLEN GLOSTNER

An archaeologist who specializes in certain ancient civilizations. This old codger is stubborn and cranky, but his soul still burns with a fiery passion. And yet he seems to be haunted by shadowy memories of the past...

ELMA

A beautiful but enigmatic woman who appears to Ed and Al time and again. She seems to be pleading for their help...

JACK CROWLEY

Once known as "the Silver Bullet Alchemist," this former State Alchemist was stripped of his certification long ago.

THE GAME SCREEN

During the course of the game, you will control Ed, give orders to AI, and defeat enemies to progress. The game is comprised of several chapters; you must clear each one to move on to the next. AI will usually take action by himself, but you can give him specific orders as you see fit (refer to p. 16).

1. Items – Items may be dropped by enemies or appear through transmutation. Items typically appear as bags or treasure chests.
2. Ed's HP (Gauge/Value) – Ed's HP value is displayed in the form of current HP/max HP. When your HP reaches zero (the gauge is depleted), the game is over.
3. Rage Gauge – Fills up as attacks are dealt, damage is received, and blocking is successfully performed. However, the gauge vanishes when AI is KO'd.
4. Map – The map display can be toggled with the SELECT button (see p. 12).
5. Combo Hits – The number of consecutive hits in your current combo.
6. Rage Symbol – Appears when the rage gauge is full. You can unleash the rage attack when this symbol is displayed (see p. 16).
7. AI's HP (Gauge/Value) – AI's HP value is displayed in the form of current HP/max HP. When his HP reaches zero (the gauge is depleted), he is KO'd.
8. Ed's Orders – Press the R1 button to order AI.
9. AI Icon – This icon displays AI's current course of action.

Normal (no order given)

Running (to Ed after being called)

Aggressive attack (according to Ed's orders)

Equipped with or manning a transmuted weapon

GAME OVER

Ed and Al's HP decrease when they receive damage from enemy attacks or from certain transmuted weapons. Al can be revived if his HP reaches zero (see p. 16), but when Ed's HP reaches zero, the game is over and you will be returned to the title screen.

GAINING LEVELS

Ed and Al earn EXP (experience points) from each enemy they defeat, and gain levels when a certain number of EXP points are earned. Gaining levels can strengthen attributes; in the case of Ed, he can earn bonus points (p. 9), strengthen his stonespikes (p. 10) and rockblockers (p. 13), and gain the ability to transmute objects into even more powerful weapons.

BOSS FIGHTS

During boss fights, the enemy's HP gauge is displayed at the top of the screen. This gauge decreases as you strike at the enemy. When the gauge is depleted, you have won the battle.

After you defeat a boss, the Boss Scorecard is displayed. Here, you are awarded an alchemist rank based on the time elapsed, the longest combo achieved, and the damage received during the battle. The bonus points and items you gain depend on this rank.

BOSS SCORECARD

TERM	EXPLANATION
Time	Boss fight elapsed time
Longest Combo	Highest number of successive hits
Damage	Total amount of damage received
Total	Sum of Time, Longest Combo, and Damage points
Alchemist Rank	Your ranking based on Total points
Bonus Points	Bonus points earned (based on rank)
Item Obtained	Item obtained (based on rank)

LEARN FROM THE TUTORIALS

Doing some reading on the side, eh, Fullmetal? That must be a first for you. In any case, you'll be introduced to new skills as you work your way through this little story. Naturally, this is all stuff that I had mastered back when you were in diapers, but I suppose we all start somewhere, ha ha. If you happen to miss or forget a tutorial, you can always refer to the Tutorial section accessed from the main menu (see p. 8) to take it all in again. Who knows? You might actually learn something new. My, that took longer than expected...and I'm late for a date with one of the lovely ladies of Central. I'd say you owe me one, Fullmetal.

THE MAIN MENU

Press the START button from within the game to access the main menu.
From here, you can use items, equip accessories, and change various gameplay settings.

MAIN MENU LAYOUT

Please refer to the notes on the individual menu items for details.

1. Main Menu – Select one of the 6 menu items.
2. Bonus Points – Allocate these points to enhance Ed and Al's attributes.
3. Controls – Button commands for the main menu.
4. Play Time – The amount of time spent playing the game.
5. Context Help – An explanation of the selected menu item.
6. Character Info – Ed and Al's stats.

ITEMS

Select Items to use the various items in your possession.
Items include elixirs for HP recovery and tonics for enhancing specific attributes.

ACCESSORIES

Select Accessories to equip the various accessories you obtain during gameplay. Ed and Al can equip up to two accessories each. When selecting an accessory, take note of how it will affect your attributes. Numbers in yellow indicate an increase in attributes, while numbers in blue indicate a decrease.

THE MAIN MENU

STATUS

Select Status to check details on Ed and Al's attributes, such as vitality (VIT), attack (ATK), defense (DEF), and alchemy (ALC).

Lv.: Level
HP: Current / Maximum hit points

STATUS	VIT: Influences maximum HP ATK: The force inflicted by learned alchemy attacks (barehanded or armed) DEF: Influences damage received ALC: Force inflicted by stonespikes and weapons transmuted from objects (Ed-only)
EXP	TOTAL: Total earned EXP NEXT: EXP required to gain a level
ACCESSORIES	Currently equipped accessories

BONUS POINTS

Bonus points are earned when Ed gains a level. Select this option to allocate bonus points to Ed or Al's stats.

How to allocate bonus points:

After selecting either Ed or Al, move the left analog stick up or down or press the directional buttons to select the attribute you want to enhance. Move left or right to adjust the number of points allocated, then press the ⊗ button to confirm.

TUTORIAL

Allows you to check the various tutorials on gameplay controls.

CONFIG

Changes various gameplay settings. Move the left analog stick up or down or press the directional buttons to select the setting you want to change, then move left or right to change the setting. Selecting "Restore Defaults" will return all settings to their default values.

Customize Controls	Reassign buttons on the controller
Text Speed	Adjust the speed at which text is displayed
Voice	Turn voices on or off
Sound	Select stereo or mono
Vibration	Turn the vibration function on or off

BASIC MOVES & ATTACKS

EDWARD'S MOVES

Ed has a diverse range of offensive and defensive moves—not to mention the ability to use alchemy. Different weapons require different controls, so be sure to read through this section to gain an advantage over your foes.

MOVEMENT (left analog stick)

Tilt the left analog stick slightly to walk, and fully to run. To climb ladders, first move to the ladder until your hands and feet are on the ladder, and then use the left analog stick to climb up or down.

JUMP ⊗ button

You can jump by pressing the ⊗ button. Press the ▣ button while jumping to execute a single midair strike.

EXAMINE ▣ / ◎ button

Examine treasure chests and shining "suspicious" areas by using the ▣ or ◎ button. By taking a closer look at these areas, you can obtain items, accessories, and information vital to progressing through the story.

Open treasure chests!

Always examine suspicious areas!

ATTACKS ▣ button

Use the ▣ button for barehanded attacks, or for attacks with weapons transmuted through learned alchemy (see p. 11). Quick, consecutive presses of the ▣ button enable combo attacks where you can deliver a wide variety of strikes (depending on the length of the combo).

STONESPIKES ▣ button → ◎ button

Press the ◎ button immediately after the ▣ button to mix deadly stonespikes into your combo attacks. With their long reach, stonespikes are the perfect way to polish off a combo. They also increase in power as you gain levels.

TRANSMUTING EQUIPPED WEAPONS ▣ button → △ button

Press the △ button immediately after the ▣ button to transmute Ed's automail into a handblade. Weapons transmuted and equipped through learned alchemy can also be re-transmuted into different weapons during combo attacks.

EDWARD'S SPECIAL ATTACKS

ACCU-STRIKES

Hello, boys. As I always say, there's no defense like a good offense—so remember that pressing the ▣ button during a combo attack with a certain timing unleashes an even more powerful attack called an accu-strike. After a successful accu-strike, your hand will glow blue—a stunning display if I've ever seen one. Now stay safe...and that goes for the both of you.

FOOT SWEEP ▣ button + ⊗ button

Press the ▣ and ⊗ buttons together when stationary to execute a foot sweep. Use foot sweeps to trip an enemy, or to attack an enemy that has fallen to the ground.

SLIDE KICK (while running) ▣ button + ⊗ button

Press the ▣ and ⊗ buttons together while running to execute a slide kick. Slide kicks are effective for attacking an enemy that has fallen to the ground.

HIGH KICK left analog stick + ▣ button + ⊗ button

Tilt the left analog stick away from the direction Ed is facing while simultaneously pressing the ▣ and ⊗ buttons to deliver a high kick.

LEARNED ALCHEMY

With learned alchemy, you can transmute a weapon from the ground and arm yourself anywhere at any time. Press and hold the L2 button to display the alchemy menu in the center of the screen. From this menu, press the △ button for the lance, the ⊗ button for the sword, or the ◎ button for the hammer. Please note that only the ▣ button (unarmed attack) is available at first; the other weapons will become available as you progress through the game.

EDWARD'S SPECIAL ATTACKS

LANCE L2 button + △ button to transmute and equip

Arm yourself with the lance and use the □ button for combo attacks.

Examples:

Basic combo	Successive □ button presses
Combo with stonespikes	□ button → □ button → ○ button
Combo with re-transmutation	□ button → △ button → △ button → △ button

SWORD L2 button + ✕ button to transmute and equip

The sword is a well-balanced weapon with good attack speed and range.

Examples:

Basic combo	□ button → □ button → □ button → □ button
Combo with stonespikes	□ button → □ button → □ button → ○ button
Combo with re-transmutation	□ button → △ button → △ button → △ button

HAMMER L2 button + ○ button to transmute and equip

The hammer delivers devastating blows, damaging even defending enemies. However, your speed is compromised, rendering this weapon unsuitable for combos.

Examples:

Basic combo	□ button → □ button
Combo with stonespikes	□ button → ○ button
Combo with re-transmutation	□ button → △ button → △ button → △ button

BE AWARE OF YOUR SURROUNDINGS

Howdy, shrimp! It's your old buddy Hughes with some intelligence for ya. Play your cards right, and you'll have plenty of ground to cover on your little soiree. Now, I know that you're probably gonna get lost, so keep your eyes on the map and move that camera around to keep your bearings at all times...did I mention how my daughter's started to memorize poems now? It's the darndest thing. It's like she's got all this space up there in that cute little genius noggin of hers, and—(cut for space limitations)

Ed's current location and direction	IN Current location entry point
AI's location	Blocked path
Enemy	Ladder
Entrance / Exit	Save point
	Boss enemy

The map in the upper right corner of the screen can be displayed as large (zoomed in), small (zoomed out), or hidden. Use the SELECT button to toggle map displays.

*Some of the details displayed in the large map may not be visible in the small map.

DEFENSIVE MOVES

TRANSMUTING ROCKBLOCKERS ◎ button

Press the ◎ button to transmute a rockblocker. Rockblockers are useful not only as shields from enemy attacks, but also as stepping stones for jumping onto elevated areas. However, some enemy attacks can shatter rockblockers. Rockblockers will also crumble away if multiple rockblockers are transmuted, or if they have been sitting idle for several seconds.

Shielding from enemy attacks

DEFENSE R2 button (while stationary)

Press the R2 button to defend against enemy attacks and lessen damage received. Note that you cannot defend yourself against attacks from behind. Also, some types of enemy attacks can inflict damage through your defense.

DODGING R2 button (when moving)

Press the R2 button while tilting the left analog stick to execute dodge moves. There are three types of dodge moves: tilting the left analog stick in the direction Ed is facing (forward roll), to either side (cartwheels), and in the opposite direction Ed is facing (back flip). Use these moves according to the situation at hand.

Forward roll

COUNTERATTACKS R2 button when attacked by an enemy

When an enemy attacks you, press the R2 button at just the right moment to unleash a powerful counterattack. Counterattacks can deal a great amount of damage, making them effective for when normal attacks are useless, or against enemies with tough defenses. The type of counterattack varies according to the enemy's attack. A successful counterattack will yield bonus EXP points.

The moment an enemy strikes, press the R2 button to counterattack!

BREAKFALLS ⊗ button after being knocked into the air

When you are knocked into the air by an enemy attack, press the ⊗ button just before hitting the ground to break your fall. If you hit the ground, you will be momentarily immobilized; breakfalling can prevent this, enabling you to return to the fight immediately. However, you cannot breakfall after certain enemy attacks.

When you are knocked into the air by an enemy attack, Press the ⊗ button to breakfall!

14 TRANSMUTABLE WEAPONS

OBJECT TRANSMUTATION ◎ button near the object

When you approach a transmutable object, alchemy circles will appear around that object. Enter the circles and press the ◎ button to transmute the object into a weapon. The effects and usages of transmuted weapons vary. The icon that appears over the object indicates the resulting transmuted weapon. Additionally, by gaining levels, you will be able to re-transmute a transmuted weapon into an even more powerful version...

Alchemy circles and an icon indicate transmutable objects.

Enter the alchemy circle...

Transmute!

As indicated by the icon, you now have a cannon!

EQUIPPING / UNEQUIPPING WEAPONS △ button / L2 button + ▣ button

Transmuted weapons include handheld weapons such as bombs and katanas. Approach the green circles around the weapon and press the △ button to equip the weapon. Press and hold the L2 button, then press the ▣ button to unequip the weapon. Some weapons have limited ammunition; these weapons will be discarded as soon as you run out of ordnance. Note that only one transmuted weapon may be equipped at a time. If you wish to change weapons, press the △ button near the weapon you wish to equip.

Remaining ammunition

ACTIVATING WEAPONS ▣ button

Use the ▣ button to attack with a transmuted weapon. Weapons like steel balls and stone columns require you to strike them to take effect. But be careful! Some transmuted weapons may not only inflict damage on the enemy, but also on Ed and Al.

TRANSMUTABLE WEAPONS

MANNING / LEAVING WEAPONS △ button

Some large transmuted weapons can be manned by either Ed or Al. To make Ed man the weapon, approach the weapon and press the △ button. Use the left analog stick to aim, and the ■ button to fire. To leave the weapon, press the △ button again. Note that an enemy attack may knock you off the weapon. For information on ordering Al to use weapons, refer to p. 16.

Approach a transmuted weapon, and when the green circles appear, press the △ button!

Aim carefully using the left analog stick...

Then fire with the ■ button!

RELOADERS (◎ button to re-transmute)

Large transmuted weapons like cannons have a limited amount of ammunition. When the weapon runs out of ammo and you wish to reload, you must leave the weapon and press the ◎ button to re-transmute it. However, re-transmuting weapons requires reloaders. You can obtain reloaders from treasure chests or enemies you defeat. One reloader is expended each time you re-transmute a weapon.

Remaining ammunition

No. of reloaders

Current ammo / Maximum ammo

OBJECT TRANSMUTATION ICONS

Hey, Ed! You remember how objects can be transmuted into a whole buncha different weapons, right? Okay, well, don't forget to check the icon that appears over an object before you transmute it—those little pictures indicate the specific weapon type. Get out there and do some damage, but don't scuff up your automail or I'll sock you one, got it? Hey, are you even paying attention to me?

Object Transmutation Icons:

- Cannon: Large projectile weapon
- Bomb: Thrown incendiary weapon
- Steel Ball: Strike to attack enemy
- Gatling Gun: Rapid-fire projectile
- Shuriken: Thrown weapon
- Plastic Hammer: Rapid-hit melee weapon

16 WORKING WITH ALPHONSE

Al fights on his own, but you can also give him specific orders. When you have to fight against multiple enemies at once, you should cooperate with Al to fight with extra efficiency.

AGGRESSIVE ATTACK R1 button

Press the R1 button to tell Al to fight more aggressively against his current opponent, or to execute a tackle.

CALL AL / ALLEYOOP Hold R1 button

Press and hold the R1 button to call Al to your side. Note that depending on his location, Al may be unable to come to you. Keep holding the R1 button, and Al will toss Ed straight up into the air. Alleyoops let you reach higher areas that are inaccessible by regular jumps.

REVIVING AL ◎ button (near Al)

When Al's HP reaches zero and he is KO'd, alchemy circles and a "?" icon will appear around him. Enter the circles and press the ◎ button to revive Al. Al will also wake up after a certain length of time.

HAVING AL EQUIP / MAN WEAPONS R1 button (near transmuted weapon)

Al can man large transmuted weapons. Enter the alchemy circles around a weapon, then press the R1 button to tell Al to use it. However, you cannot order Al to use certain transmuted weapons, such as steel balls. Ed must strike these weapons to activate them.

RAGE ATTACKS R1 + ◎ button

When the rage gauge is full (see p. 6), press and hold R1 to order Al to launch you into the air, then press the ◎ button at the right time to unleash a rage attack.

When the rage gauge is full...

Activate a rage attack!

LIMITED WARRANTY

The following warranty and support information applies only to customers in the United States and Canada, and only to original consumer purchasers of products covered by this warranty.

LIMITED WARRANTY
Square Enix, Inc. ("**SEI**") warrants to the original purchaser of the enclosed product (the "**Product**") that the media containing the Product (which includes any replacement media provided under this warranty) will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase (the "**Warranty Period**"). SEI's entire liability and your exclusive remedy under this limited warranty shall be, at SEI's option, repair or replacement, without charge, of the whole or affected portion of any Product that proves to be defective in material or workmanship during the Warranty Period.

EXCLUSIONS FROM WARRANTY
This warranty applies only to defects in factory materials and factory workmanship. Any condition caused by abuse, unreasonable use, mistreatment, neglect, accident, improper operation, destruction or alteration, or repair or maintenance attempted by anyone other than SEI is not a defect covered by this warranty. Parts and materials subject to wear and tear in normal usage are not covered by this warranty.

IMPLIED WARRANTIES AND INCIDENTAL AND CONSEQUENTIAL DAMAGES
Under state or provincial law, you may be entitled to the benefit of certain implied warranties. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WILL CONTINUE IN FORCE ONLY DURING THE WARRANTY PERIOD. Some states and provinces do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

NEITHER SEI NOR YOUR RETAIL DEALER HAS ANY RESPONSIBILITY FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES RELATING TO YOUR USE OF THE PRODUCT, INCLUDING, WITHOUT LIMITATION, ANY DAMAGES FOR LOSS OF DATA OR LOSS OF PROFIT, OR FOR ANY INCIDENTAL EXPENSES, LOSS OF TIME, OR INCONVENIENCE. As some states and provinces do not allow the exclusion or limitation of incidental or consequential damage, the foregoing limitation or exclusion may not apply to you.

HOW TO OBTAIN WARRANTY SERVICE
To obtain warranty service, please send the defective Product, together with a copy of your original sales receipt, your return address, name and telephone number, should contact be necessary, and a brief note describing the defect to SEI at the following address: Square Enix, Inc., Customer Warranty, 6060 Center Drive, Suite 100, Los Angeles, CA 90045. THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE. The shipping costs for sending the defective Product to SEI is a sole responsibility of the Customer. SEI will not be liable for any damage or loss that occurs during shipping. To minimize loss during shipping, you may opt to use a trackable shipping method.

If you have warranty questions, you can also contact our Customer Warranty department at (310) 846-0345 during its hours of operation, Monday – Friday, 8:00 am – 12:00 pm and 1:00 pm – 5:00 pm, Pacific Standard Time.

CUSTOMER SUPPORT
For customer support and technical support questions, please call (310) 846-0345 during the following hours of operation: Monday-Friday 8:00 am – 12:00 pm and 1:00 pm – 5:00 pm, Pacific Standard Time.

Game tips are available (for callers in the U.S. and Canada only) for all SQUARESOFT and SQUARE ENIX PlayStation® and PlayStation®2 titles. CHARGES WILL APPLY. To obtain game tips, please call:

In the U.S.: **1-800-892-5825** (Major credit card required) Charges: $.99/min. Automated Tips only.

In Canada: **1-900-451-KLUE** (1-900-451-5583) Charges: $1.50/min. Automated Tips only.

Touch-tone phone required. Prices subject to change without notice. Callers must be at least 18 years old or have the permission of a parent or guardian. Game tips are available 24 hours a day, 7 days a week.

For information and services by Square Enix, Inc., go to www.square-enix.com

NOTICE: The Product, this manual, and all other accompanying documentation, written or electronic, are protected by United States copyright law, trademark law and international treaties. Unauthorized reproduction is subject to civil and criminal penalties. All rights reserved.

Join The Quest on DVD

•

Edward and Alphonse Elric must restore their bodies by finding the legendary Philosopher's Stone which holds unlimited power.

•

But they are not alone.

FULLMETAL ALCHEMIST

Available Now

www.fullmetalalchemist.com

FUNimation Productions, Ltd. ANIPLEX CARTOON NETWORK [adult swim] SUNCOAST amazon.com BEST BUY fye

©HIROMU ARAKAWA/SQUARE ENIX, MBS, ANX, BONES, dentsu 2004. Licensed by FUNimation® Productions Ltd. All Rights Reserved.
CARTOON NETWORK, ADULT SWIM and logos are trademarks of and © 2004 Cartoon Network. A Time Warner Company. All Rights Reserved.